VISIT…

TO QUELL THE RISING STORM

A Short Adventure for Four 10th-Level Player Characters

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To Quell the Rising Storm is a short adventure for four 10th-level characters. You can use this scenario to introduce PCs to the politics of war, or as a site-based adventure that the characters simply stumble across during their travels.

The scenario is set in an uncivilized area that was, until recently, the site of many battles in a larger war. The land is barren, dry, and rocky. But since water flows through this part of the countryside, the land isn't a complete desert. If, for whatever reason, this arrangement doesn't suit your current campaign, you could just as easily place the scenario in a jungle or forested region, close to any relatively civilized country that may recently have finished an extended war. Since most of the adventure takes place underground, the above-ground setting is somewhat flexible.

The scenario takes place in the wilderness. The name of the country is inconsequential, though the terrain around the tunnels where the adventure takes place must be suitable for hiding a growing military force. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You, the Dungeon Master (DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—plus *Monster Manual III* and *Complete Arcane* to run this adventure. This scenario utilizes the D&D v.3.5 rules.

To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). *To Quell the Rising Storm* also uses three of the Map-A-Week entries from the online D&D map archive. These maps are reproduced here for your convenience.

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

Before the war broke out, the name of the warmage De'lamor Belshain had been associated with violence, wizardry, and leadership of some rather unsavory humanoids. But this image changed when the war's military leaders, who felt they had nowhere else to turn, sought out De'lamor and

offered him a deal he could not refuse. In exchange for clemency and a hefty sum of money, De'lamor and his loyal band of mercenaries would fight for the people they had so frequently terrorized in the past. The deal was made, and in the end, much blood was spilled. On the plus side, De'lamor's band was instrumental in repelling a number of invasions that would have torn the land asunder. On the minus side, he and his band of mercenaries soon took to looting and pillaging the enemy forces as they pleased, much to the dismay of the soldiers with whom they served. They were brought before a review board on several occasions, but each time the charges were tabled, to be addressed at a later time.

When the war at last came to a close, the only member of the band who remained alive was De'lamor himself. He had intended to rebuild his troupe by having his followers raised from the dead, using their shares of the payment to finance the necessary divine magic. But his employers called upon a hidden clause in their agreement with him, specifically that should any of his men not survive the conflict, their families would be compensated appropriately, at the discretion of the court. Since the deceased marauders had no families, no money was paid on their behalf. Furthermore, De'lamor himself received considerably less pay than he had expected because he and his band had several times been charged with conduct unbecoming to military personnel. Infuriated, De'lamor swore vengeance upon the people of the land he had previously protected, then disappeared across the battlefield to rebuild his once mighty band

THE RISING STORM

De'lamor soon stumbled across an abandoned network of caves that might once have been a mine. There he built a new home and began recruiting, beginning with the gnolls in the surrounding area. The triumvirate of powerful flind warriors that led the tribes soon sought him out for vengeance, but De'lamor offered a safe haven for them and their followers, as well as a share of any loot that might come from the destruction of the surrounding countryside.

Leaving his new gnoll followers to fortify the lair, De'lamor set out to find a general for his army. Several months later, while marching across a sandy waste on a moonlit night, he was ambushed by a sand giant named Salik. So great was the power of this giant that it took all De'lamor's skills and combat prowess to subdue him. Once Salik knew he was defeated, he agreed to listen to the warmage's offer. Intrigued at the prospect of leading a legion into battle in the interest of recovering a vast sum of money, Salik agreed to join De'lamor.

When the two journeyed back across the sands to De'lamor's lair, they discovered that the gnolls had not only fortified the area, but had also started a recruitment campaign of their own. The ranks of the gnolls had increased to six score, of which twenty were shamans of some strength. Recognizing the combined power of these spellcasters, De'lamor ranked them as sergeants in his army and gave each of them command over a band of five gnoll warriors. Each of the three flind chieftains became captain of a unit consisting of four such bands. Shinder Splitears, a respected gnoll elder and a shaman of great power, was chosen to advise De'lamor on the state of his forces and how best to utilize them. Salik, the general, took command of the entire force and was answerable only to De'lamor himself. All the gnolls in the army, with the possible exception of Shinder, fear the mighty giant more than they fear their own leaders.

TIME PASSES, BUT HATRED GROWS

In the year since De'lamor was sent packing from the halls of the powers-that-be with his paltry payment, the land has been slow to heal. Still recovering from the war, the locals are not prepared to defend themselves from a force such as De'lamor has assembled. Though they are accustomed to minor incursions from small, unorganized bands of gnolls, the cessation of such low-grade hostilities has made them fearful that a greater threat may be brewing. Thus, they have begun to fortify their towns and outposts as best they can.

Evenfall, a town near De'lamor's lair, has begun to field guard patrols to check the area for humanoids. Its citizens keep to themselves, and the streets practically roll up at dusk, since no one wants to be out at night.

ADVENTURE SYNOPSIS

Shortly after the PCs enter Evenfall's only inn, a hurried guardsman rushes in to warn his fellow townsfolk that gnolls are rampaging through the hills. Characters who choose to investigate further may indeed spot a small band of gnolls in the distance. If the PCs opt to pursue, the creatures flee, and Shinder summons a storm elemental to cover their tracks.

Whatever the outcome of this encounter, PCs who remain persistent about unearthing information can get the townsfolk to admit that strange events have been occurring here. If they agree to investigate further, they soon encounter another gnoll scouting group casing the outskirts of Evenfall. By tracking these

gnolls back to their lair, or successfully interrogating one or more of them, the PCs can discover the location of their secret base of operations.

At this point, the adventure becomes a site-based dungeon crawl. The PCs must work their way through De'lamor's lair, dispatching the warmage's forces while trying to uncover the source of their strength. Ultimately they encounter the warmage himself, who defends his lair in a final showdown.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. If desired, however, you can use one of the following suggestions to draw them into the action.

To Quell the Rising Storm assumes that the PCs are good-aligned adventurers, and that they happen to be in the town of Evenfall when the adventure begins. You can use one of the possible reasons for their presence outlined below, or simply place the town along the route from their last adventure to their next destination.

- A friend, family member, or ally of a PC who fought in the war has sent word that Evenfall may require the assistance of heroes in the days to come.
- A museum historian from a larger city wishes to acquire documentation (in the form of dead soldiers' journals, strategic maps, or even personal interviews) of specific battles in and around Evenfall. While he isn't willing to travel to the war-torn land personally, he can and will pay handsomely for someone to do it for him.
- The PCs have found an old Wanted poster offering a significant bounty for the capture of the infamous warmage known as De'lamor Belshain. Unbeknownst to the characters, this document is actually a holdover from the period before De'lamor was recruited to fight in the war. Thus, though the promise of reward is great, the offer is no longer valid.

BEGINNING THE ADVENTURE

To Quell the Rising Storm begins with a simple series of events in and around the town of Evenfall. The last portion of the scenario is a full, site-based adventure.

A. EVENFALL

The PCs reach Evenfall at dusk. Read or paraphrase the following when they arrive.

> The town of Evenfall has the rustic feel of a frontier village. However, a closer look reveals that although it may once have been a fairly prosperous farming community, it is now a war-torn village struggling to rebuild in the aftermath of battle. Many of the plantations around the outskirts of the community are now little more than burnt-out husks, and those that remain undamaged are heavily fortified with makeshift barricades and trenches. All of the fields are bare, and with the coming winter, the people of Evenfall may have considerable difficulty laying in enough food to survive.
>
> Every shop in town seems to have closed early, but faint light shines through the cracks of boarded-up windows in the homes lining the alleys and byways. The streets are all but deserted, and those few who are out quickly make their way indoors, avoiding eye contact with passersby. Indeed, the only building in town that presents any semblance of hospitality is a nameless structure that seems to be an inn. No sign now hangs over its door, but the cheery glow of a warm fire is visible within, and sounds of quiet conversation are audible near the door.

Read or paraphrase the following if the PCs enter the inn.

> Conversation in the common room ceases altogether, and the locals turn as one to stare. After a few moments, a tall, sturdy-looking elder who must be the innkeeper audibly clears his throat and motions toward the bar.

Conversations slowly resume, though from time to time the PCs may catch someone staring at them, as if trying to memorize their features.

Creatures: Jarri is presently serving eighteen of the townsfolk who are gathered in his common room.

Jarri Cobblepot: Male human expert 2; hp 7.

Villagers (18): Male and female human commoner 1; hp 3.

Development: Jarri offers the PCs bunks in the common room for the bargain price of 5 silver pieces apiece per night. The price for separate rooms is 2 gold pieces each, and since Jarri is attempting to help the town recoup some of its wartime losses, he isn't willing to budge on the price. The price for stabling is 1 gold piece per night. Jarri has a warm stew simmering on the fire, and a small amount of bread to spare as well. This repast costs 5 silver pieces per person, and ale (which

Jarri waters down) is 1 gold piece per mug. Generally speaking, Jarri is honest, but times are tough, and he is willing to soak a few strangers on behalf of his fellow townsfolk.

A copy of De'lamor's Wanted poster is mounted on the wall beside the door, along with a variety of public notices that have no real bearing on this adventure. If the PCs are curious about them, feel free to improvise their contents. For example, one might bear a message such as, "Aging widower looking for domestic assistant and cook. See Redd Draisler for more information."

Whether the PCs brought De'lamor's Wanted poster with them or see it here for the first time here, questions about it draw derisive snorts from anyone who can hear. The locals generally reply as follows.

> "Yeah, he WAS wanted, but when things got tight in the war, he and his band of brigands were hired to help out. They were traded amnesty and gold for their cooperation. Lucky for us, most of them died in the war. The only one left was De'lamor, but he hasn't been seen in a while. He's probably livin' high on the hog with the settlement he received. I'd be careful about lookin' for him though. He's a fairly powerful sorcerer, that one."

Once the PCs have settled in and found a place in the taproom (or a private room), Jarri inquires as to their business. After they have revealed whatever information they wish him to know, proceed with encounter A1.

A1. DISTURBING THE PEACE

Read or paraphrase the following as soon as the PCs have settled into the inn.

> The illusion of peace and quiet that reigns in this town is suddenly shattered when a young man with sandy blond hair and an eye patch over his left eye bolts into the taproom of the inn. "Gnolls!" he shouts. "I've seen gnolls!" He pauses briefly for breath before continuing in a more subdued manner. "They're up on the ridge, but what they're up to is a mystery to me."
>
> "Good work, Delle," says a grizzled older man, getting to his feet. Several of the other adult men also stand up quickly, and the entire group moves fluidly toward the exit. The young fellow follows them and tries to speak but is silenced with a steady stream of glares.

Six men exit the inn, followed by the young man who brought the message.

Creatures: Delle happened to draw the short straw for lookout duty on this fine autumn evening. He didn't mind, though, because he is anxious to prove his worth as a man. His previous attempts to do so resulted in a farming accident that cost him his left eye.

Delle: Male human commoner 1; hp 3.

Development: If the PCs seem reluctant to investigate this matter, Jarri encourages their involvement with a few backhanded remarks, such as, "Gnolls can be real rough business. I for one hope the boy was mistaken." He openly eyes the PCs as he speaks, but if any character returns his stare, he averts his gaze and continues cleaning and drying ale mugs.

If any PCs choose to investigate the matter, proceed with encounter A2.

A2. BY GOLLY THOSE ARE GNOLLS! (EL 6)

Read or paraphrase the following if the PCs follow the men outside.

> In the fading daylight, the seven men move quickly to the far end of town and take up positions behind the bakery. Once there, they peer around the corner and up the hill, away from Evenfall proper.

Each PC who looks in the same direction as the men may attempt a DC 10 Spot check. Those who succeed can see a pair of gnolls crouched in the tall grass at the top of the far hill, about 30 yards from the current position of the hidden locals. The gnolls appear to be engrossed in whatever it is they're doing.

Creatures: Shinder Splitears and five of her gnoll warriors have been slowly circling the town in the failing light, looking for weak points in its defenses. Their confidence has made them somewhat careless, and they are unaware they are being watched.

Shinder and the other three gnoll warriors are out of sight on the other side of the hill, about 50 feet beyond the crouching pair.

Shinder Splitears: hp 71; see Appendix.

Fang: hp 52; see Appendix.

Gnoll Warriors (5): hp 30 each; see Appendix.

Tactics: Delle and the townsfolk are content just to observe the gnolls. If the PCs attempt to approach the humanoids, Shinder uses her *summon nature's ally V* spell to call a storm elemental (hp 68; see *Monster Manual III*, page 49), then ducks out of sight (and line of effect) behind the hill. After ordering the elemental to waylay the pursuers, she joins her unit in fleeing from

the area. After fleeing for 2 minutes, she stops to cast *pass without trace* on her entire group before moving onward.

Development: By the time the PCs dispatch the storm elemental, the day has faded fully into night. If Shinder has cast *pass without trace*, the PCs probably cannot track the gnolls back to their lair. If they decide to return to the inn for the evening, go to encounter A3 (Friends?).

If the PCs manage to capture and interrogate a gnoll or two, they can gain the information in encounter B.

A3. ALTERED PERCEPTIONS (OR NOT!)

The reaction of the locals depends on whether the PCs chose to investigate the gnolls in the previous encounter.

Friends?

If the PCs investigated the report of gnolls and fought the storm elemental in encounter A2, read or paraphrase the following when they return to the inn.

> Inside the inn, the patrons continue their quiet conversations, but their mood seems to have lightened considerably. Some glance over and nod appreciatively, and the bartender provides a round of drinks, free of charge. "Mind if I have a seat and jaw atcha a bit?" he asks respectfully.

If the PCs agree to talk to Jarri, he grabs a chair, turns it backwards, and sits, resting his arms on its back. Read or paraphrase the following.

> "You're strangers here, and nobody expected you to get involved with our problems," says Jarri. "But since you have, I'd best explain a few things. Evenfall was hit really hard by the war. We've been rebuildin' slowly over the last year, but we're still not sure how we're gonna survive the winter. Because of everything we've been through, we're a bit shy of strangers—'specially those who look like they consort with wizards and witches and the like.
>
> "Anyway, the gnolls have been real quiet until this evening—unusually so. The townsfolk have been getting' nervous, thinkin' maybe somethin' big is about to happen. The fact that the gnolls ran away is strange, since we really don't have what it takes to mount a serious defense against their attacks anyway, and they gotta know that.
>
> "So we was wonderin' if you might be willin' to poke around a bit and see what those gnolls are up to. It would sure put our minds at rest. While we can't pay you money, I'll be more'n happy to refund what you spent this evening in exchange for your help."

No Friends of Ours

If the PCs chose not to investigate the gnolls in encounter A2, read or paraphrase the following.

> About 20 minutes pass before the men return to the inn wearing concerned looks on their faces. The conversations start up, and several dark glances are cast in your direction. The innkeeper stands idly by, cleaning mugs and glasses. "Too bad we ain't got some heroes about," he says pointedly. "We could really use some about now. I heard Stalla's boy went off to be a hero, but we ain't seen him since. Real pity, that is."

Jarri continues to blather on about heroes and the town's terrible need until the PCs either get the hint or go to bed. If the characters ask whether they can be of service, Jarri eyes them skeptically. A successful DC 20 Diplomacy check softens him up a bit. Read or paraphrase the material in the shaded box for Friends, above.

Development: If the PCs agree to help the good citizens of Evenfall, Jarri suggests they start off first thing in the morning. "It's no good hunting gnolls and such at night—bein' able to see in the dark gives 'em the advantage."

B. HUNTING GNOLLS (EL 11)

First thing in the morning, a double patrol of gnolls comes snooping around to gain a better assessment of Evenfall's fortifications. Conveniently enough, these particular groups are itching for a fight because they have been cooped up for quite some time in De'lamor's lair.

Once the PCs decide it's time to set out in search of the gnolls, read or paraphrase the following.

> The morning dawns cold and crisp, and a thick layer of clouds blocks the direct light of day. An equally thick layer of frost blankets the ground and the stubble of plant life growing in it. Though it is morning, the town doesn't look any more populated than it did last evening. One or two of the local citizens hurry to open their shops.

If the PCs are actively searching for gnolls, they encounter the two patrols just outside of town.

Creatures: Two gnoll warbands wait just over the rise at the edge of town.

Gnoll Warrior (10): Male gnoll ranger 2; hp 30; see Appendix 1.

Gnoll Shaman (2): Female gnoll druid 5; hp 45; see Appendix 1.

Wolf Animal Companion (2): hp 26; see Appendix 1.

Tactics: The clerics of the two bands are engaged in a heated discussion about whether they should attack the town on their own and thus gain exclusive looting rights. A successful DC 10 Listen check allows a PC to hear the yipping and barking sounds of the gnoll conversation occurring just on the other side of the hill. Since the gnoll shamans are busy talking, the PCs can make an opposed Move Silently check against the gnolls' Listen check to take the group by surprise.

Once combat breaks out, the gnolls fight to the best of their ability, taking care to protect their shamans. The warriors use longbows if possible, but they quickly switch to their bastard swords if the PCs close to melee.

The shamans begin by casting *summon nature's ally III*, calling for dire wolves to assist them in their fight. If possible, they also cast *sleet storm* to slow the PCs down before using their wild shape ability to turn into dire wolverines.

Development: If the PCs defeat the gnolls, they can interrogate any survivors (DC 15 Intimidate check to gain desired information from a warrior, or DC 20 for a shaman). Alternatively, if the PCs kill every gnoll, they can track the creatures back to their hideout with a successful DC 20 Survival check. They can also cast *speak with dead* to gain information about the hideout. Other options for discovering the gnolls' lair may also be possible, so be flexible with the PCs while they figure out a way to use this encounter to their advantage.

The characters can gain the following information by questioning a live gnoll (or a dead one, if they use *speak with dead*). However, a dead gnoll that fails its saving throw against the spell attempts to twist the information below. The gnolls speak only Gnoll, so communication may be difficult even in the best of circumstances.

- Our warchief is strong with magic that makes things burn and freeze. He can even kill you with the sound of his voice.
- The warchief commands a great host of gnolls and elders, and Splitears, the oldest among us, advises him. You cannot beat the general of our army, since he stands taller than two gnolls placed one atop the other.
- Our stronghold lies to the south in a cave hidden on the cliff face. I hope you attack it and find your death there.

A living gnoll can also draw a map in the dirt for the PCs to follow. Once the PCs learn the location of the hideout, proceed to encounter B1.

B1. APPROACHING DE'LAMOR'S LAIR (EL 9)

While the PCs are heading for the gnoll lair, Shinder Splitears comes out. At the behest of De'lamor, she casts *commune with nature* from a scroll to determine the number of humanoids in the area and their approximate locations. If she has already been slain, omit this encounter.

Creatures: When Shinder discovers that a small group of humanoids is heading for the lair, she decides to take care of the problem personally.

Shinder Splitears: Female gnoll druid 9; hp 71; see Appendix 1.

Fang: hp 52; see Appendix 1.

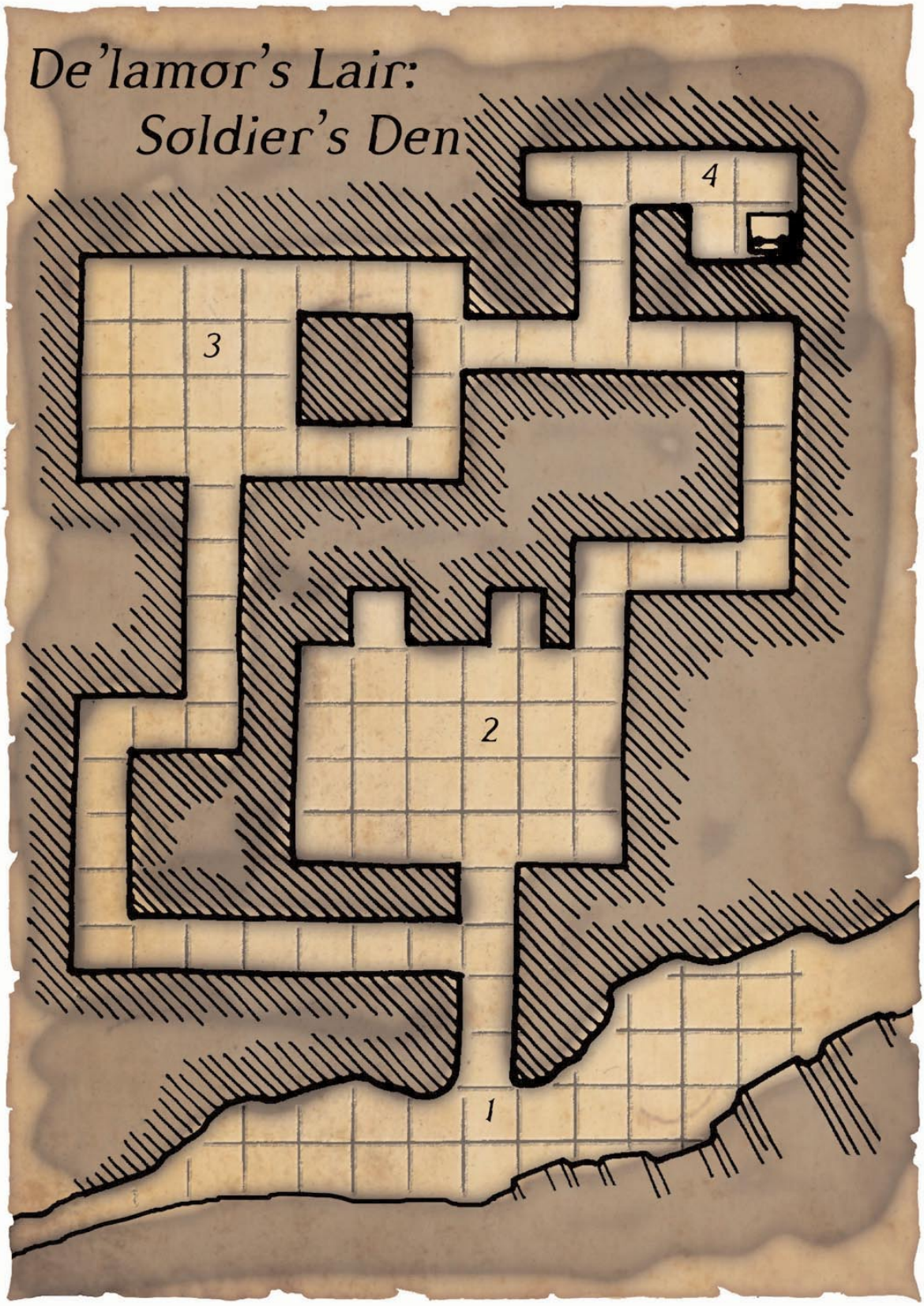
Tactics: Shinder uses her wild shape ability to assume the form of a dire wolf, then casts *air walk* and takes to the air. When the PCs come within 700 feet of the lair, Shinder casts *call lightning storm* and begins to rain down *lightning bolts* upon them. She uses her share spells ability to share *air walk* and any other defensive spells with Fang, her animal companion.

Once the PCs come within 100 feet of her, Shinder casts *flame strike*, then *insect plague* to slow them down still more. If she has to flee at this point, she summons a dire wolf or two, then leaves the area. Shinder loathes physical combat and prefers to use it only as a last resort. She hopes that the magical onslaught she just unleashed weakens the PCs enough that the remainder of the gnolls (or even De'lamor himself) can finish the job.

Development: Shinder does her best to defeat the PCs. However, if she is in danger of losing her life, she abandons the fight and leaves the area for the remainder of the adventure.

C. DE'LAMOR'S LAIR

De'lamor's lair lies hidden among the craggy hills to the south of Evenfall. Without knowing its location, pinpointing it among all the hills and outcroppings is quite difficult.


De'lamor's Lair:
Soldier's Den
4
3
2
1

The entrance to the lair lies in a natural hollow about 40 feet above the base of the cliff. Even a PC who knows where the lair is needs a successful DC 30 Spot check to see the entrance while standing below the cliff face.

A narrow path winds from the back of the hill up between a pair of craggy rock walls to the entrance of the cave. If the PCs are tracking the gnolls, or got directions to the lair from captured gnolls, they should start at the lower end of the path.

The angle of the path makes it difficult for someone ascending it to see or be seen until the last corner, which is practically at the entrance. Characters can also climb the cliff face right in front of the entrance, but the rock here is loose, necessitating a DC 20 Climb check.

FEATURES

No one knows who originally carved this hideaway out of the solid rock in the cliffs. The ceilings in the various chambers and passageways are about 15 feet high on the top two levels, and 30 feet high on the bottom level.

C1. STANDING GUARD (EL 5)

The entryway is guarded at all times.

Creatures: Two gnoll warriors stand guard at either side of the cave entrance. This contingent has been here longer than usual because the last two patrols are late in returning (likely due to PC interference). Thus, the guards are sleepy, and each takes a –2 circumstance penalty on Spot and Listen checks.

Gnoll Warrior (2): Male gnoll ranger 2; hp 30; see Appendix 1.

Tactics: The gnoll warriors defend the entrance to the best of their ability, but they recognize a superior force when they see it. If they get a chance, they flee down the passage to area C2, where the remainder of their unit is relaxing, to warn their comrades of the PCs' presence.

C2. GNOLL PATROL (EL 8)

This area serves as a barracks for gnolls that are not on duty. Read or paraphrase the following when the characters arrive.

> Around the walls of this chamber are a dozen piles of smelly furs. Set into two 5-foot niches in the back of the room are weapon racks holding enough weapons for about fifty warriors. An iron kettle hangs from a tripod over a fire in the center of the room, and a brown, foul-smelling liquid bubbles within it. Several gnolls lounge about the chamber, dicing for coppers and ladling the stewlike substance from the pot into bowls for their supper.

These gnolls are not expecting the PCs unless the guards from area C1 have managed to alert them.

Creatures: Three gnoll warriors and a gnoll shaman are relaxing in this room. If alerted to danger, they immediately send a runner to get the gnolls from area C3, who arrive in 2 rounds to aid them. If the PCs manage to dispatch the guards in area C1 quietly, these gnolls begin howling as soon as they see the PCs and continue to do so while fighting, so as to alert the gnolls in area C3.

Gnoll Warrior (3): Male gnoll ranger 2; hp 30; see Appendix 1.

Gnoll Shaman: Female gnoll druid 5; hp 45; see Appendix 1.

Wolf Animal Companion: hp 26; see Appendix 1.

Tactics: The gnoll warriors rush the intruders upon seeing them, and the shaman immediately begins summoning a dire wolf. If the gnolls from area C3 arrive before the battle is over, the warriors enter first while the shaman hangs back to summon a dire wolf.

C3. ANOTHER GNOLL PATROL (EL 9)

This chamber serves as a weapon practice area for the gnoll warriors. Read or paraphrase the following when the characters arrive, adjusting as needed if the inhabitants of this chamber have already run to assist their comrades in area C2.

> The floor of this room is covered in a thick layer of straw, and around the walls are several weapon racks, each of which can hold enough weapons for about fifty warriors. Three gnoll warriors are sparring in the chamber, and two others are shooting arrows down parallel hallways, evidently practicing archery. Another gnoll supervises the weapon practice and barks occasional comments.

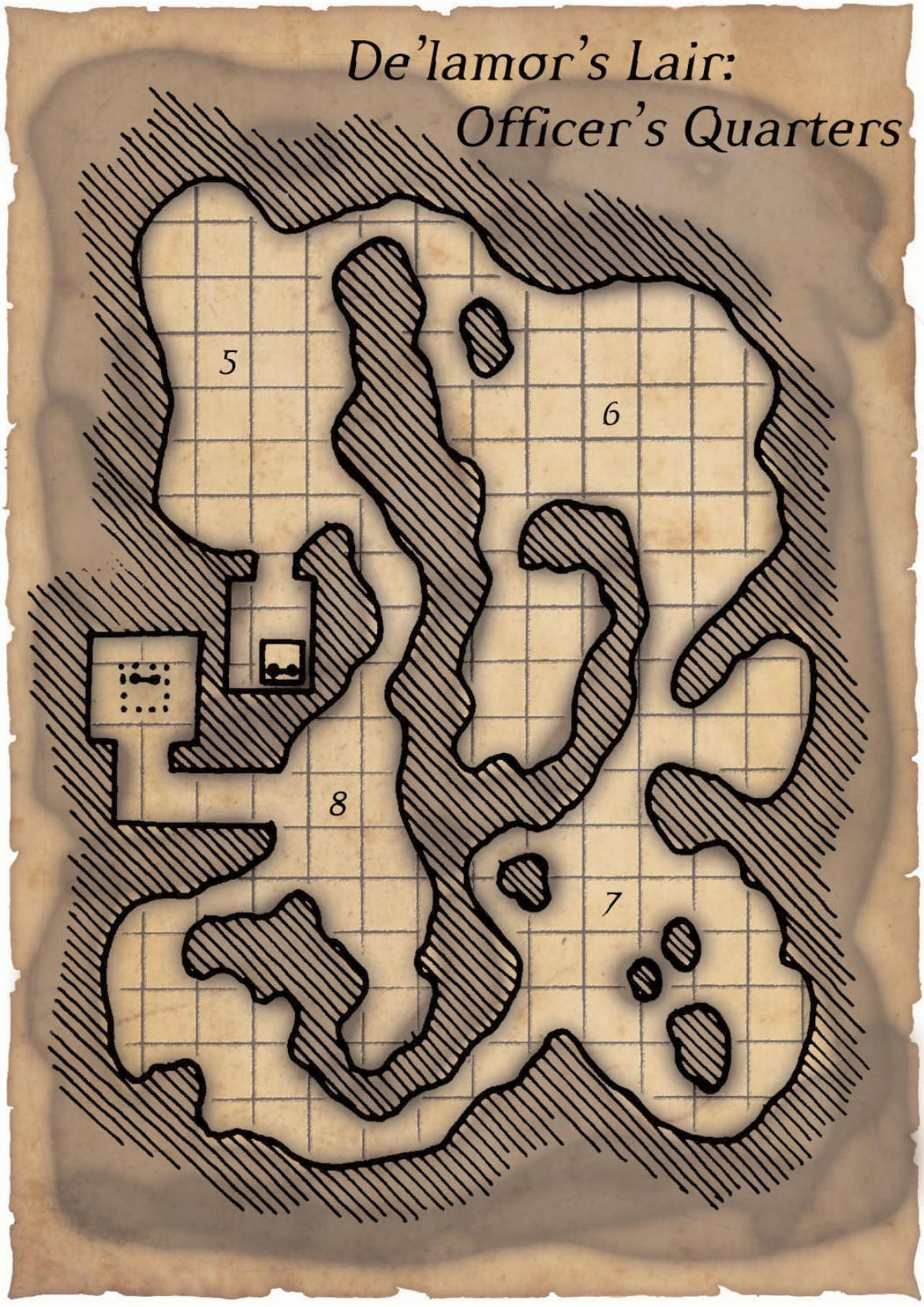
If the gnolls are still in this chamber when the PCs arrive, they are not expecting intruders.

Creatures: Unless the gnolls in area C2 have sent a runner here or howled for help, five gnoll warriors are practicing with weapons under the watchful eyes of a gnoll shaman. Her wolf companion dozes behind one of the weapon racks.

Gnoll Warrior (5): Male gnoll ranger 2; hp 30; see Appendix 1.

Gnoll Shaman: Female gnoll druid 5; hp 45; see Appendix 1.

Wolf Animal Companion: hp 26; see Appendix 1.


De'lamor's Lair:
Officer's Quarters
5
6
8
7

Tactics: In combat, these gnolls use the same tactics as those in area C2.

C4. LADDER DOWN

A hole in one corner of the floor in this small chamber houses a sturdy wooden ladder that leads down to a small nook just outside area C5 on the level below.

C5–C7. FLIND CHAMBERS (EL 11)

Each of these areas is home to one of the three flinds that De'lamor has hired to command his gnoll troops in battle. When the PCs arrive, all three flind captains are in area C6 discussing strategy for their upcoming battles. Read or paraphrase the following aloud when the PCs enter any of these chambers, adjusting as needed to account for any occupants the room may have.

> A bed composed entirely of furs occupies one wall of this chamber. Nearby stands a practice dummy for sparring.

The flinds keep their rooms in spartan condition.

Creatures: Three flind captains are in area C6; the other two rooms are empty of occupants.

Flind Captains: Male flind fighter 6; hp 82; see Appendix 1.

Tactics: If the flinds hear the PCs coming—either because they aren't taking care to be stealthy or because they set off one of the traps that Shinder has placed in the hallways leading to her chamber (area C8)—they drink their *potions of bull's strength* and *potions of barkskin* (in that order). They then move through area C7 into area C8 to block off the passage leading to the ladder that provides access to De'lamor's living quarters (area C10). The flinds protect this passage with their lives, howling to alert De'lamor and Salik below.

Treasure: Hidden in the furs of each bed is a small, iron coffer that holds the occupant's personal wealth. The coffers are not trapped, but they have good locks. Each contains 2,000 gp, a portion of which is earmarked as payment for the gnoll troops.

Coffer: Hardness 10; hp 45; Open Lock DC 30.

C8. SHINDER'S QUARTERS (EL 8)

Shinder Splitears uses this chamber as her personal quarters. A woven reed mat serves as her bed, but she keeps little else here, preferring to carry her possessions on her person. Shinder dislikes spending time underground, so she is rarely here.

Traps: At the request of De'lamor, Shinder has trapped the hallways leading from areas C5 and C7 to slow down possible intruders. Only the flinds, De'lamor, Salik, and Shinder know the password that bypasses these traps.

***Flame Strike* Trap:** CR 6; magic device; proximity trigger (*detect magic*; placed 10 feet from the entrance to area C8); automatic reset; spell effect (*flame strike*, 9th-level druid, 9d6 fire, DC 20 Reflex half); Search DC 30; Disable Device DC 30.

Development: A third passage beyond Shinder's room leads to a 10-foot-by-10-foot nook with a hole in the floor. A sturdy wooden ladder set into this hole leads down to area C9.

C9. SALIK'S QUARTERS (EL 12)

Salik can be found in this room when he isn't drilling gnolls or otherwise preparing for the battles to come. Read or paraphrase the following when the PCs enter.

> A thick layer of sand covers the floor of this large chamber. A huge chair dominates the far wall, and in the far corner is a massive pile of skins—evidently from lizards and snakes of great size. Directly opposite the pile stands a monument made of skulls stacked symmetrically into a vaguely pyramidal shape. Larger skulls—possibly those of ogres—form the bottom layers, and smaller skulls make up the top.

Salik has decorated his chamber with trophies from his recent kills.

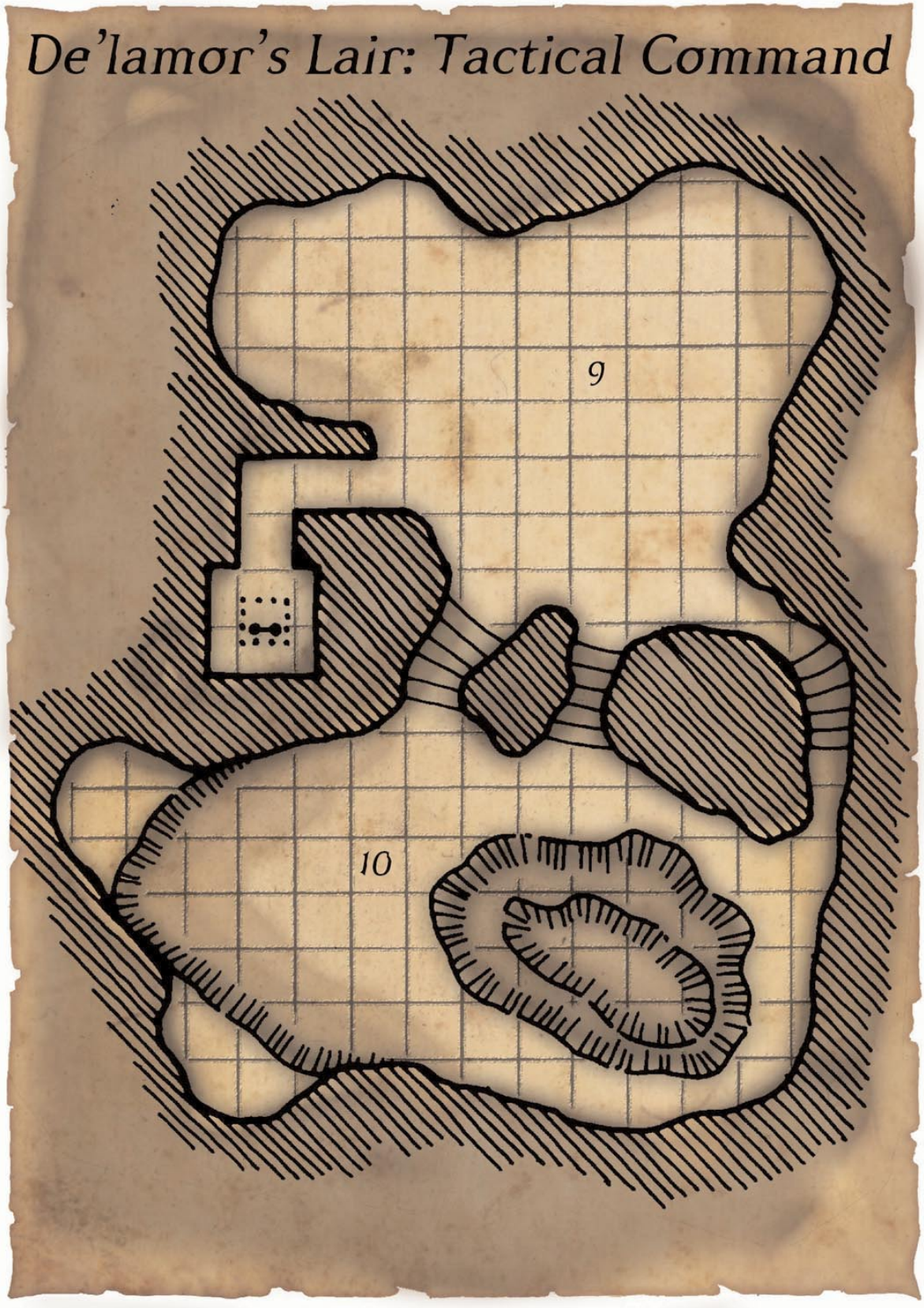
Creatures: If the PCs managed to dispatch the flinds without making any noise, then Salik is dozing in the chair. Otherwise, the sand giant and De'lamor are both here and ready for the PCs.

Salik: Male sand giant; hp 142; see *Monster Manual III* page 58.

De'lamor Belshain: Male human warmage 10; hp 62; see Appendix 1.

Tactics: If Salik isn't surprised, he activates his heat shimmer ability before the PCs arrive. Upon spotting them, he uses his sand blaster once on the front rank before dropping it and taking up his scimitar.

If De'lamor is here, he casts *ring of blades* before the PCs appear. Once they come into view, he casts *Evard's black tentacles* to slow them down. He then opens up with a barrage of attack spells, such as *flame strike*, *arc of lightning*, and the various orb spells (see *Complete Arcane*) that he hopes will destroy them.


De'lamor's Lair: Tactical Command
9
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C10. De'lamor's Quarters

This chamber serves as De'lamor's private quarters as well as his command center. Read or paraphrase the following when the PCs arrive.

> This oddly shaped chamber contains a large bed with a thick, wool-stuffed mattress covered with a down quilt. Opposite the bed stands an oak desk with a map splayed across its surface. Atop the map rests a black, leather-bound book. Each of the room's two natural shelves supports a chest with a sturdy looking lock.

The map shows the surrounding area, and small ivory markers on it show the positions of towns. The book is De'lamor's war journal, which contains his notes on the relative population and possible wealth of each town marked on the map. The journal also discusses strategies for overcoming what little armed resistance each settlement can muster.

Creatures: If the PCs managed to surprise Salik, then De'lamor is in this room when the giant is attacked. Otherwise, he moved to support Salik earlier.

De'lamor: Male human warmage 10; hp 62; see Appendix 1.

Tactics: When he is alerted to danger, the warmage immediately casts *ring of blades*, then makes his way up into Salik's chamber (area C9) to deal with the interlopers if they are not already here.

Treasure: One of the two chests belongs to Salik, though the giant stores it in De'lamor's chamber. De'lamor has agreed to safeguard the treasure as he would his own so long as Salik remains his general. Both chests are locked with good locks, but neither is trapped.

De'lamor's chest contains 10,000 gold pieces. This treasure is the monetary reward that De'lamor received for fighting in the war, and he plans to pay his commanders from this reserve. Salik's chest contains 2,000 gold pieces worth of gems (DM's choice as to type), 200 platinum pieces, and a *figurine of wondrous power* (silver raven).

Chest: See *Dungeon Master's Guide*; Open Lock DC 30.

Development: If the PCs manage to defeat Salik and De'lamor, they can figure out most of the warmage's plans simply by examining the map and journal in his chamber.

Concluding the Adventure

De'lamor's money and the treasure of the sand giant should be more than enough to compensate the PCs for their trouble. If they succeed in killing or driving off the warmage and his officers, the town of Evenfall offers them food and lodging for up to a month.

Further Adventures

If De'lamor escaped, he immediately begins assembling a new army of whatever evil creatures he can find and continues with his plans for vengeance. If Shinder managed to escape and the other officers did not, she gathers the remaining gnolls in the area and begins to plot her revenge against the interloping heroes.

Appendix 1: NPCs

Below are the statistics for the various NPCs in this adventure. An extra set of statistics is given for Shinder and the gnoll shamans because of their wild shape ability.

Gnoll Warrior: Male gnoll ranger 2; CR 3; Medium humanoid; HD 4d8+12; hp 30; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +6; Atk or Full Atk +3 melee (1d10+4/19–20, masterwork bastard sword) or +8 ranged (1d8+3/[TS]3, masterwork composite longbow [+3 Str bonus]); SQ darkvision 60 ft., favored enemy humans +2, wild empathy +0 (–4 magical beasts); AL NE; SV Fort +9, Ref +6, Will +1; Str 17, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Survival +8; Point Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (composite longbow).

Favored Enemy (Ex): The gnoll warrior gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Possessions: Masterwork chain shirt, masterwork bastard sword, masterwork composite longbow (Str bonus +3) with 20 arrows, *potion of cat's grace, potion of cure moderate wounds.*

Gnoll Shaman: Male or female gnoll druid 5; CR 6; Medium humanoid; HD 7d8+14; hp 45; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +5; Atk or Full Atk +7 melee (1d6+1/18–20, masterwork scimitar); SQ animal companion (wolf), animal companion benefits, darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy +5

(+1 magical beasts), wild shape 1/day, woodland stride; AL NE; SV Fort +9, Ref +2, Will +7; Str 12, Dex 13, Con 15, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Handle Animal +9, Listen +8, Ride +3, Spot +8, Survival +11; Combat Casting, Natural Spell, Weapon Focus (scimitar).

Animal Companion (Ex): The companion's abilities and characteristics are summarized below. The shaman and her wolf enjoy the link and share spells special qualities.

> **Wolf Companion:** Male or female wolf; CR —; Medium animal; HD 4d8+8; hp 26; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d8+3, bite); SA trip; SQ evasion, low-light vision, scent, tricks (attack, come, defend, down, guard, seek, stay, track); AL NE; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.
>
> *Skills and Feats:* Jump +22, Listen +3, Move Silently +4, Spot +3, Survival +3 (+7 tracking by scent); Improved Natural Attack (bite), Track[B], Weapon Focus (bite).
>
> **Trip (Ex):** A wolf companion that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.
>
> **Evasion (Ex):** If a wolf companion is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Each gnoll shaman has a wolf as an animal companion. The shaman and her wolf enjoy the link and share spells special qualities.

Link (Ex): The gnoll shaman can handle her wolf as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): The gnoll shaman may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Nature Sense: The gnoll shaman can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Resist Nature's Lure (Ex): The gnoll shaman gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): The gnoll shaman leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): The gnoll shaman can change into a Small to Medium animal and back again, as per the *polymorph* spell. This ability lasts for 5 hours or until she changes back.

Woodland Stride (Ex): The gnoll shaman may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 5th): 0—*create water, guidance, mending, purify food and drink, resistance;* 1st—*cure light wounds* (2), *entangle* (DC 14), *obscuring mist;* 2nd—*barkskin, bear's endurance, bull's strength;* 3rd—*cure moderate wounds, sleet storm.*

Possessions: Masterwork leather armor, masterwork scimitar, *potion of owl's wisdom,* 2 scrolls of *greater magic fang* (caster level 9th), scroll of *dispel magic* (caster level 9th).

Gnoll Shaman (Dire Wolverine Form): Male or female gnoll druid 5; CR 6; Large animal (augmented humanoid); HD 7d8+28; hp 59; Init +3; Spd 30 ft., climb 10 ft.; AC 16, touch 12, flat-footed 13; Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d8+3, bite); Space/Reach 10 ft./5 ft.; SA rage; SQ animal companion (wolf), darkvision 60 ft., nature sense, resist nature's lure, trackless step, wild empathy +5 (+1 magical beasts), wild shape 1/day, woodland stride; AL NE; SV Fort +11, Ref +4, Will +7; Str 22, Dex 17, Con 19, Int 12, Wis 16, Cha 10.

Skills and Feats: Climb +14, Concentration +14, Handle Animal +9, Hide –1, Listen +8, Ride +5, Spot +8, Survival +11; Combat Casting, Natural Spell, Track[B], Weapon Focus (scimitar).

Rage (Ex): A gnoll shaman in dire wolverine form that takes damage in combat flies into a berserk rage on her next turn, clawing and biting madly until either she or her opponent is dead. The following changes are in effect as long as the gnoll shaman rages: HD 7d8+42; hp 73; AC 14, touch 10, flat-footed 11; Grp +16; Atk +11 melee (1d6+8, claw); Full Atk +11 melee (1d6+8, 2 claws) and +6 melee (1d8+4, bite); SV Fort +13; Str 26, Con 23; Climb +16, Concentration +16.

Animal Companion (Ex): The companion's abilities and characteristics are summarized above. The

shaman and her wolf enjoy the link and share spells special qualities.

Animal Companion Benefits (Ex): Each gnoll shaman has a wolf as an animal companion. The shaman and her wolf enjoy the link and share spells special qualities.

Link (Ex): The gnoll shaman can handle her wolf as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): The gnoll shaman may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Nature Sense: The gnoll shaman can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Resist Nature's Lure (Ex): The gnoll shaman gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): The gnoll shaman leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): The gnoll shaman can change into a Small to Medium animal and back again, as per the *polymorph* spell. This ability lasts for 5 hours or until she changes back.

Woodland Stride (Ex): The gnoll shaman may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Skills: A gnoll shaman in dire wolverine form has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Flind Captain: Male or female flind fighter 6; CR 8; Medium humanoid; HD 2d8+10 plus 6d10+30; hp 82; Init +8; Spd 30 ft.; AC 24, touch 14, flat-footed 20; Base Atk +7; Grp +12; Atk +14 melee (2d4+8 plus 1d6 electricity/19–20, *+1 shock flindbar*) or +12 ranged (1d8+5/[TS]3, masterwork composite longbow [+5 Str bonus]); Full Atk +14/+9 melee (2d4+8 plus 1d6 electricity/19–20, *+1 shock flindbar*) or +12/+7 ranged (1d8+5/[TS]3, masterwork composite longbow [+5 Str bonus]); SQ darkvision 60 ft.; AL LE; SV Fort +10, Ref +9, Will +3; Str 20, Dex 18, Con 20, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Jump +10, Listen +6, Spot +6; Dodge[B], Improved Initiative[B], Mobility[B], Power Attack[B], Spring Attack, Weapon Focus (flindbar), Weapon Specialization (flindbar).

Possessions: +1 mithral shirt, +1 large steel shield, +1 shock flindbar, masterwork composite longbow (+5 Str bonus) with 20 arrows, *potion of bull's strength, potion of barkskin +2, potion of cure serious wounds, potion of protection from good.*

Shinder Splitears: Female gnoll druid 9; CR 10; Medium humanoid; HD 11d8+22; hp 71; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +11 melee (1d6+3/18–20, *+2 human bane scimitar*); Full Atk +11/+6 melee (1d6+3/18–20, *+2 human bane scimitar*); SQ animal companion (wolf; link, share spells), darkvision 60 ft., immunity to poison, nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape 3/day, woodland stride; AL NE; SV Fort +11, Ref +4, Will +11; Str 12, Dex 13, Con 15, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +16, Handle Animal +12, Listen +14, Ride +3, Spot +14, Survival +18; Combat Casting, Natural Spell, Scribe Scroll, Weapon Focus (scimitar).

Animal Companion (Ex): The companion's abilities and characteristics are summarized below. Shinder and Fang enjoy the link and share spells special qualities.

Fang: Male wolf companion; CR —; Medium animal; HD 8d8+16; hp 52; Init +4; Spd 50 ft.; AC 22, touch 14, flat-footed 18; Base Atk +6; Grp +9; Atk or Full Atk +10 melee (1d8+4, bite); SA trip; SQ devotion, evasion, low-light vision, scent, tricks (attack, come, defend, down, fetch, heel, guard, seek, stay, track); AL NE; SV Fort +8, Ref +10, Will +3; Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +23, Listen +3, Move Silently +5, Spot +3, Survival +7 (+11 tracking by scent); Combat Reflexes, Improved Natural Attack (bite), Track[B], Weapon Focus (bite).

Trip (Ex): If Fang hits with a bite attack, he can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Fang.

Devotion (Ex): Fang's devotion to Shinder is so complete that he gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Fang is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Shinder has a wolf named Fang as an animal companion (see *Monster Manual*, page 283). She and Fang enjoy the link and share spells special qualities.

Link (Ex): Shinder can handle Fang as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): Shinder may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on Fang.

Resist Nature's Lure (Ex): Shinder gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Shinder leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Shinder can change into a Small to Large animal and back again, as per the *polymorph* spell. This ability lasts for 9 hours or until she changes back.

Woodland Stride (Ex): Shinder may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 9th): 0—*create water, cure minor wounds, guidance, mending, purify food and drink, resistance*; 1st—*cure light wounds* (2), *endure elements, entangle* (DC 16), *obscuring mist, pass without trace*; 2nd—*barkskin, bear's endurance, bull's strength, flaming sphere* (DC 17), *summon swarm*; 3rd—*cure moderate wounds, poison* (DC 19), *protection from energy, sleet storm*; 4th—*air walk, flame strike* (DC 19), *freedom of movement*; 5th—*call lightning storm* (DC 20), *insect plague*.

Possessions: +2 leather armor, +2 human bane scimitar, periapt of Wisdom +4, 2 scrolls of *greater magic fang* (caster level 9th), scroll of *dispel magic* (caster level 9th), scroll of *break enchantment* (caster level 9th), scroll of *summon nature's ally VI*, scroll of *commune with nature* (caster level 9th).

Shinder Splitears (Dire Wolf Form): Female gnoll druid 9; CR 10; Large animal (augmented humanoid); HD 11d8+33; hp 82; Init +2; Spd 30 ft.; AC 14, touch 11, flat-footed 12; Base Atk +7; Grp +18; Atk or Full Atk +13 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip; SQ animal companion (wolf; link, share spells), darkvision 60 ft., immunity to poison, nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape 3/day, woodland stride; AL NE; SV Fort +12, Ref +5, Will +11; Str 25, Dex 15, Con 17, Int 12, Wis 21, Cha 10.

Skills and Feats: Concentration +17, Handle Animal +12, Hide +0, Listen +16, Move Silently +4, Ride +4, Spot +16, Survival +18; Combat Casting, Natural Spell, Scribe Scroll, Track[B], Weapon Focus (scimitar).

Trip (Ex): If Shinder hits with a bite attack, she can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Shinder.

Animal Companion (Ex): The companion's abilities and characteristics are summarized above. Shinder and Fang enjoy the link and share spells special qualities.

Animal Companion Benefits (Ex): Shinder has a wolf named Fang as an animal companion. She and Fang enjoy the link and share spells special qualities.

Link (Ex): Shinder can handle Fang as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): Shinder may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on Fang.

Resist Nature's Lure (Ex): Shinder gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Shinder leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Shinder can change into a Small to Large animal and back again, as per the *polymorph* spell. This ability lasts for 9 hours or until she changes back.

Woodland Stride (Ex): Shinder may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 9th): 0—*create water, cure minor wounds, guidance, mending, purify food and drink, resistance*; 1st—*cure light wounds* (2), *endure elements, entangle* (DC 16), *obscuring mist, pass without trace*; 2nd—*barkskin, bear's endurance, bull's strength, flaming sphere* (DC 17), *summon swarm*; 3rd—*cure moderate wounds, poison* (DC 19), *protection from energy, sleet storm*; 4th—*air walk, flame strike* (DC 19), *freedom of movement*; 5th—*call lightning storm* (DC 20), *insect plague*.

Possessions: Periapt of Wisdom +4.

De'lamor Belshain: Male human warmage 10; CR 10; Medium humanoid; HD 10d6+20; hp 62; Init +7; Spd 30 ft.; AC 23, touch 15, flat-footed 18; Base Atk +5; Grp +5; Atk +9 ranged (1d8/19–20, masterwork light crossbow); Full Atk +9 ranged (1d8/19–20, masterwork light crossbow); SA spells; SQ armored mage (light and medium), warmage edge, advanced learning (*Tenser's floating disc, blade of pain, fear*[LM]); AL LE; SV Fort +5, Ref +6, Will +7; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 20.

Skills and Feats: Concentration +14, Intimidate +14, Knowledge (arcana) +10, Spellcraft +10; Combat Casting, Extra Edge[CA], Improved Initiative, Point Blank Shot, Precise Shot, Sudden Empower[B], Sudden Enlarge[B].

Warmage Spells Known (6/8/7/7/6/4 per day; caster level 10th): 0 – *acid splash, disrupt undead, light, ray of frost;* 1st—*accuracy*[CA] (DC 16), *burning hands* (DC 16), *chill touch* (DC 16), *fist of stone*[CA], *hail of stone*[CA], *magic missile, lesser orb of acid*[CA], *lesser orb of cold*[CA], *lesser orb of electricity*[CA], *lesser orb of fire*[CA], *less orb of sound*[CA], *shocking grasp, Tenser's floating disc, true strike;* 2nd—*blades of fire*[CA], *blade of pain and fear*[LM] (DC 17), *continual flame, fire trap, fireburst*[CA] (DC 17), *flaming sphere* (DC 17), *ice knife*[CA] (DC 17), *Melf's acid arrow, pyrotechnics, scorching ray, shatter* (DC 17), *whirling blade*[CA]; 3rd—*fire shield, fireball* (DC 18), *flame arrow, gust of wind* (DC 18), *ice storm, lightning bolt* (DC 18), *poison* (DC 20), *ring of blades*[CA], *sleet storm, stinking cloud;* 4th—*blast of flame*[CA], *Evard's black tentacles, orb of acid*[CA], *orb of cold*[CA], *orb of electricity*[CA], *orb of fire*[CA], *orb of sound*[CA], *phantasmal killer* (DC 19), *shout* (DC 19), *wall of fire;* 5th—*arc of lightning*[CA] (DC 20), *cloudkill* (DC 20), *cone of cold* (DC 20), *flame strike* (DC 20), *greater fireburst*[CA] (DC 20), *mass fire shield*[CA] (DC 20), *prismatic ray*[CA] (DC 20).

Possessions: +3 mithral breastplate, masterwork light crossbow with 20 bolts, *cloak of Charisma +4, gloves of Dexterity +2, headband of Intellect +2, ring of protection +2, 6 beads of force, oil of flame arrow,* 2 *potions of cure serious wounds,* spell component pouch.

[CA] – Complete Arcane.
[LM] – Libris Mortis.

ABOUT THE AUTHOR

Born in sunny California, Christopher Lindsay moved to the Pacific Northwest early in his life and has lived there ever since. Having lived in Oregon, Alaska, and now Washington, he has nearly forgotten what that great yellow orb in the sky is actually called. Currently, Christopher lives in not-so-sunny Renton, Washington, with his lovely wife, four very excitable children, a handful of fish, and a cat that is convinced he is master of the house. During the day, Chris is a dutiful Wizards of the Coast employee, and in the evening he plots the destruction of DUNGEONS & DRAGONS characters everywhere.

WANTED

For crimes against the people

De'lamor Belshain

A bounty of 2,000 gold crowns is offered.

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